DOCTOR WHO

THE PLAYER'S GUIDE TO ALIEN CHARACTERS

EXPANDED SECOND EDITION WITH NEW APPENDIX OF MAX & MIN ATTRIBUTES FOR EACH RACE!

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CONTENTS

INTRODUCTION 1
CREATING NEW RACE PACKAGES 1
ALIEN AMBASSADORS 2
ALPHA CENTAURANS 2
ANDROGUMS 3
ARIDIANS 3
AUTONS 4
BANNERMEN 4
CATKIND 5
CHAMELEONS 5
CHEETAH PEOPLE 6
CRYONS 6
DALEK-HUMANS 7
DOMINATORS 7
DRACONIANS 8
DRAHVINS 8
ETERNALS 9
FISH PEOPLE 9
FOAMASI 10
FOREST OF CHEEM 10
FUTUREKIND 11
GANGERS 11
GRASKES & GROSKES 12
HATH 12
ICE WARRIORS 13
JUDOON 14
KRAAL ANDROIDS 14
KRILLITANES 15
LEONIANS 15
LUPARI 16
MALMOOTH 16
MENOPTRA 17
MENTORS 17
MINYANS 18
MOGARIANS 18
MONOIDS 19
MOVELLANS 19
OGRONS 20
OOD 20
PLASMAVORES 21
RAXACORICOFALLAPATORIANS 21
RUTANS 22
SEA DEVILS 22
SENSORITES 23
SILURIANS 23
SONTARANS 24
STENZA 25
SYCORAX 25
TERILEPTILS 26
TETRAPS 26
THARILS 27
THIJARIANS 27
TIVOLIANS 28
TRITOVORES 28
VAMPIRES 29
VEGANS 29
VOGANS 30
VOORDS 30
WEREWOLVES 31
ZYGONS 31
APPENDIX 1: MINIMUM AND MAXIMUM ATTRIBUTES FOR ALIEN RACES 32

THE PLAYER'S GUIDE TO ALIEN CHARACTERS

INTRODUCTION

This book is a guide for players of the DWRPG who may want to play alien characters rather than the more usual humans or Time Lords. It provides some brief background information on each race, plus race packages to aid character creation. Almost all the race packages are based on official stats for the aliens as published in the Cubicle 7 sourcebooks. These stats have sometimes varied across different publications. In such cases, the race packages have generally been based on the more recent stats as they tend to be more comprehensive. Corrections of official stats have been kept to a minimum but have been made in cases where they are clearly inconsistent with what we see in the TV stories. A few examples: the Movellans should be strong enough to lift a concrete column "as though it were a matchstick", the Ambassadors of Death should emit harmful radiation, Stenza should be a sub-zero species whose icy touch can kill, and the Monoids should be mute.

The race packages are written for the first edition of the DWRPG and, where available, first edition stats have been used to generate them. There are a few instances for which official first edition stats weren't published by Cubicle 7, and the packages have then been converted from second edition stats. There's only one instance where no official stats at all are available: the Alpha Centaurans. In this case, stats from the unofficial expanded universe sourcebooks have been used.

Note that the cost of some race packages is very high for characters built using the normal starting cost, leaving few points to increase Attributes and buy Skills. Experienced and Bad traits may be the order of the day to make a playable character!

A NOTE OF CAUTION FOR GAMEMASTERS: Although this guide has been written with the intention that it can be handed to players to help them select alien races for their characters, this will mean that they will see the weaknesses and other disadvantages of each alien. With players who are already familiar with *Doctor Who*, this isn't a problem; they are likely to know their weaknesses already. But for other players, the GM needs to consider whether or not they are happy for them to see the full race packages.

CREATING NEW RACE PACKAGES

This guide covers those alien races which are likely to be most suitable to be used as player characters. It includes some which are borderline, but it doesn't include the likes of the Daleks, Cybermen or Weeping Angels. However, some players may want to play an alien whose species isn't covered here.

If a player wishes to play an alien that isn't covered by this guide (and the GM agrees to this), guidelines for the creation of race packages are provided in *Aliens and Creatures* from Cubicle 7. In summary though, the starting point should be a set of stats for a representative example of the alien's species that both GM and player are happy to use.

For the Attribute modifiers, subtract 3 from each Attribute in the alien's stats. This gives both the starting values for each Attribute and the cost of that modifier within the race package. Note that no Attribute may start at 0 or less, so a player will need to pay to increase any of those to at least 1 after they have purchased the race package. *Aliens and Creatures* also explains how changes to a race's standard Attributes also changes their minimums and maximums (see Appendix 1).

After Attributes, list the alien's traits and note down their costs, both positive and negative. There are a few points to remember here. Firstly, not all official stats list the Alien trait, presumably for reasons of space. This needs to be included for any stats which include any other Alien traits. The exceptions are where Special traits are generally available to human characters and themselves provide Alien traits, e.g. the Vampire trait. Secondly, also remember that some traits include adjustments to Attributes, so these should be included in the package but not in the cost calculation. Common instances are Armour (Major) reducing Coordination and Size affecting Strength. And thirdly, if you're generating a race package from the stats of an individual member of a species, consider whether any of the traits are only applicable to that individual and not to the species in general. Traits such as Obsession, Obligation or Wanted, or personality-type traits such as Selfish, Charming or Argumentative are often specific to one individual, but this isn't a hard and fast rule.

Finally, the total cost of Attributes modifiers and traits is the cost of the race package.

ALIEN AMBASSADORS

TV Story: *The Ambassadors of Death*

Despite being commonly referred to as "Ambassadors of Death", these mysterious aliens had peaceful intentions when they tried to make contact with the Earth. But they were kidnapped by a group of humans intending to use them for their own ends.

Almost nothing is known about the ambassadors or where they come from. Their reliance on radioactivity and their method of communicating by radio impulses rather than speech make them very alien indeed. Players with an alien ambassador as their PC have free reign to add to their background, but they are likely to need to buy a translator and a radiation-proof suit!

AMBASSADOR RACE PACKAGE

Cost: 3 points

Ingenuity -1 (-1)
Presence +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Radio Impulses) (+1)
Dependency (Major: Radiation)* (-2)
Immunity (Bullets) (+2)
Immunity (Radiation) (+2)
Natural Weapon (Major: Radioactive Touch)** (+2)
Special – Radioactive*** (-2)

*Suffers -4 penalty to all rolls if denied radiation for several hours.
**Direct touch causes 4/L/L damage, or 3/5/7 damage if transmitted via a conductive material.
***Uncontrollably causes 1 point of radiation damage per minute to all nearby unprotected characters, unless the ambassador is wearing a radiation-proof suit.

ALPHA CENTAURANS

TV Stories: *The Curse of Peladon, The Monster of Peladon, Empress of Mars*

Alpha Centaurans are one of the founding members of the Galactic Federation. Famously, they are a race of hermaphrodite hexapods with a single large eye at the front of their spherical heads. Alpha Centaurans have three pairs of short arms ending in pincers, but only a single, mollusc-like foot. Their normally green skin is known to change colour to match their emotional state: yellow for fear or nervousness, purple for sadness, and red or even black for anger. They speak in high-pitched voices which can become shrill when agitated or excited.

Alpha Centaurans are a peace-loving species and the thought of violence is abhorrent to them. As a result, they are not the bravest of people.

ALPHA CENTAURAN RACE PACKAGE

Cost: 0 points

Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity +1 (+1)
Presence +1 (+1)
Resolve -1 (-1)

Additional Limbs x2 (Arms) (+2)
Alien (+2)
Alien Appearance (Major) (-2)
Cowardly (-1)
Code of Conduct (Major: Detests Violence) (-2)

ANDROGUMS

TV Story: *The Two Doctors*

Androgums consider themselves to be gourmands. However, they don't have refined tastes and merely desire to eat as many different things as possible, even including sentient species. They have prodigious appetites and are constantly hungry, always looking for the next meal. As PCs, they may ally themselves to other races (often with an eye to eating them). In the Third Zone, they are used for menial labour.

Androgums have rough features with unkempt, bushy eyebrows and numerous warty lumps. They have a clan-like social structure, with each Androgum belonging to a "grig", hence Shockeye of the Quawncing Grig and Chessene of the Franzine Grig.

ANDROGUM RACE PACKAGE

Cost: 11 points

Awareness +1 (+1)
Coordination +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Brave (+1)
Distinctive (-1)
Fast Healing (Major) (+2)
Impulsive (-1)
Keen Senses (Minor: Taste & Smell) (+1)
Quick Reflexes (+1)
Tough (+1)
Weakness (Minor: Hunger)* (-1)

*When first meeting a new species, must make a Difficulty 8 Resolve + Knowledge roll to avoid trying to eat them.

ARIDIANS

TV Story: *The Chase*

Aridius was once an ocean world and its people built great cities beneath the waves. But something happened and its twin suns moved closer, transforming it into a desert planet.

The amphibious Aridians now live in the ruins of their cities, trying to survive and avoiding the Mire Beasts, carnivorous, octopus-like creatures than used to lurk in the mud of the sea floor.

The Aridians are a timid people and the long-term prospects for their survival don't look good. But some Aridians have managed to escape from Aridius and can be encountered out in the Universe, and a particularly brave one might seek to join a TARDIS crew.

ARIDIAN RACE PACKAGE

Cost: -3 points

Presence -1 (-1)
Resolve -1 (-1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Environmental (Minor: Amphibious) (+1)
Unadventurous (Minor) (-1)

AUTONS

TV Stories: *Spearhead from Space, Terror of the Autons, Rose, The Pandorica Opens/The Big Bang*

Autons are plastic constructs animated by the Nestene Consciousness. Normally, they are controlled by the Nestenes and are dependent on receiving their mental signal to remain active. However, very occasionally an Auton has been able to break free of its creators' control and remain active even when contact with the Nestenes has been lost. The Auton copy of Rory Williams is one such example, its love for Amy Pond being strong enough to allow it to override its conditioning.

Most Autons that become able to act independently are the more sophisticated facsimiles, originally created as an exact copy of a person and intended to take their place. They appear to be fully human to outwards appearances and may not even be aware of their true nature. The less intelligent Auton drones are unlikely to understand the concept of independence, let alone be able to resist the Nestenes.

INDEPENDENT AUTON RACE PACKAGE

Cost: 9 points

Awareness -1 (-1)
Presence -1 (-1)
Resolve -1 (-1)
Strength +2 (+2)

Alien (+2)
Armour (Minor: 5 points) (+1)
Immunity (Bullets) (+2)
Natural Weapon (Minor: Plastic Limbs) (+1)
Natural Weapon (Major x2: Wrist Blaster – 4/L/L damage) (+4)

Note: This race package assumes that the Auton has somehow become independent of the Nestene Consciousness. An independent Auton is likely to have a trait or two to explain how they achieved this, something like Devotion or Obsession, which needs to be purchased separately. If it is a duplicate of a living person, it may also have Doppelganger.

BANNERMEN

TV Story: *Delta and the Bannermen*

The Bannermen were a group of brutal, violent thugs who worked for Gavrok, their name deriving from the red and black triangular banners that some of them wore attached to their uniforms. Having polluted their own world, Gavrok led them on a mission to exterminate the peaceful Chimerans and take their planet, Chumera.

Bannermen ships are capable of time travel. After Gavrok was killed, a number of Bannermen were stranded on Earth in the 1950s. It's possible that some of them may have been rehabilitated enough to be used as Player Characters.

Although the Bannermen look human, there is an implication that this may not be their true appearance. Their habit of sticking their tongues out and hissing instead of cheering hints at something more alien.

BANNERMAN RACE PACKAGE

Cost: -3 points

Ingenuity -1 (-1)
Presence -1 (-1)
Strength +1 (+1)

Impulsive (-1)
Selfish (-1)

Note: This race package assumes that the Bannermen are humanoid. If this is actually a disguise, add Alien (+2), Alien Appearance (Minor or Major) (-1 or -2) and Shapeshift (Major) (+2). The latter may be a Gadget.

CATKIND

TV Stories: *New Earth, Gridlock*

Five billion years in the future, pure humans have become extinct, but new humans, proto-humans, digi-humans and humanish survive, and a multitude of other races abound. Among them are the Catkind, humanoids of feline descent who can be found on New Earth, New Savannah and elsewhere.

On New Earth, an order of Catkind nuns called the Sisters of Plenitude ran a hospital tending the sick. They had a cure for almost every disease, secretly cultivated in clone-bred humans. However, Catkind can be found in all walks of life and pursuing all manner of careers.

Catkind and humans can interbreed, resulting in hybrids that look more cat-like than human.

CATKIND RACE PACKAGE

Cost: 4 points

Awareness +1 (+1)
Coordination +1 (+1)

Alien (+2)
Alien Appearance (Minor) (-1)
Natural Weapons (Minor: Claws) (+1)

CHAMELEONS

TV Story: *The Faceless Ones*

The real name of the race now known as the Chameleons is unknown. There was a catastrophe on their home world, a gigantic explosion that resulted in the population all losing their identities. Their flesh now appears to be a mass of scar tissue and their facial features are just vague impressions. Perhaps the explosion caused them genetic damage.

To save their race, their scientists developed a process so that they could take on the physical characteristics of another being. This isn't a natural ability of the Chameleons but requires the use of advanced technology and armbands linking a Chameleon to the subject being copied, who is kept in a comatose state.

CHAMELEON RACE PACKAGE

Cost: -4 points

Awareness -1 (-1)
Coordination -2 (-2)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Clumsy (-1)

CHEETAH PEOPLE

TV Story: *Survival*

The Cheetah People are the sentient race that inhabits a world sometimes referred to as the Cheetah Planet. The planet is in some sense alive. The Cheetah People are linked to their world such that when they fight, the planet erupts with volcanic activity, and when they sleep, the planet grows still.

The planet's magnetosphere is rich with Artron energy, allowing the Cheetah People to leap across space, to visit worlds where they can kidnap prey to bring back and hunt. Many are expert horse riders.

Cheetah People are creatures of wild instinct with a love of the chase and bringing down their prey. Other races visiting the Cheetah Planet find themselves mutating into Cheetah People… if they survive long enough.

CHEETAH PERSON RACE PACKAGE

Cost: 8 points

Awareness +1 (+1)
Coordination +2 (+2)
Presence -1 (-1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Empathic (+1)
Impulsive (-1)
Keen Senses (Major) (+2)
Natural Weapon (Minor: Claws) (+1)
Obsession (Major: Hunting & Chasing Prey) (-2)
Quick Reflexes (+1)
Selfish (-1)
Teleport* (+2)
Tough (+1)

*To and from the Cheetah Planet.

CRYONS

TV Story: *Attack of the Cybermen*

The original inhabitants of the planet Telos, the crystalline Cryons can only live in a narrow temperature band just below the freezing point of water. Outside of this range, they will quickly die.

The Cryons have been driven to near extinction by the arrival of the Cybermen on their planet, as the Cybermen needed to make use of their refrigerated cities to aid their hibernation. Most of the surviving Cryons are brave freedom fighters waging a guerrilla war against the invaders.

CRYON RACE PACKAGE

Cost: -2 points

Coordination +1 (+1)
Ingenuity +1 (+1)
Presence -1 (-1)
Resolve -1 (-1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Brave (+1)
Weakness (Major: Temperature*) (-2)

*Would quickly die in temperatures above freezing.

Note: As a Player Character, a Cryon is well advised to invest in an environment suit, a Gadget with Environmental (Minor) and costing 1 point!

DALEK-HUMANS

TV Story: *Evolution of the Daleks*

Dalek-Humans are a hybrid species created by the Cult of Skaro in the sewers of New York in 1930. After the Cult's attempts to grow new Dalek embryos to restart the Dalek race after the Last Great Time War failed, they began to experiment on kidnapped humans. They aimed to create a new race from the combined DNA of Daleks and humans.

Dalek Sec's intent was to infuse the hybrid Dalek-Human bodies with hybrid minds. But the other members of the Cult of Skaro considered Dalek Sec to be a traitor and instead attempted to imprint the hybrids' minds with fully Dalek DNA. To complicate things further, the Tenth Doctor used his own body as a lightning rod, causing his Time Lord DNA to mix with the Daleks'. The end result was therefore actually Dalek-Human-Time Lord hybrids, which possessed enough willpower to question the Daleks' orders.

Although the hybrids were exterminated in a battle against the remaining members of the Cult of Skaro, it is possible that some may have survived. They are outwardly identical to humans.

DALEK-HUMAN RACE PACKAGE

Cost: 6 points

Resolve +1 (+1)

Alien (+2)
Indomitable (+2)
Networked (Minor) (+1)

DOMINATORS

TV Story: *The Dominators*

The Dominators became Masters of the Ten Galaxies through sheer ruthlessness. That which threatens them,

they destroy; that which is too weak to harm them, they ignore!

Dominators are imposing figures in their distinctive uniforms, and usually maintain a grim visage. They're not known for having a sense of humour! The Dominators' Quark robots might be diminutive, but they have formidable firepower.

Dominators are typically belligerent. As a PC in a group, they often have the Argumentative trait.

DOMINATOR RACE PACKAGE

Cost: 11 points

Coordination +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Fear Factor 1 (+1)
Indomitable (+2)
Stubborn (+1)
Voice of Authority (+1)

Note: This race package assumes the character doesn't have the Obsession with energy efficiency that many higher ranking Dominators do. If they have this, it's a Major Bad trait and reduces the package cost to 9 points.

DRACONIANS

TV Story: *Frontier in Space*

Draconians are a proud and imperious people. They are ruled by an Emperor on the Imperial Homeworld of Draconia. Their society is hidebound by rigid customs and protocols which date back centuries, and their social structure is stratified into deep divisions of class, rank and gender. Even by the 26th Century, females are not permitted to speak in the presence of the Emperor.

By the 24th Century, the Draconian Empire was the largest in Mutter's Spiral, rivalled only by the Earth Empire. To avoid conflict, the two powers agreed a buffer zone of neutral space between their borders. This only resulted in a temporary peace, and war broke out between humans and Draconians around 2520, triggered by a misunderstanding. Although the war was brief, it was costly to both sides and resulted in a fragile peace.

Draconians do not trust humans, and vice versa. Humans disparagingly refer to Draconians as Dragons.

DRACONIAN RACE PACKAGE

Cost: 1 point

Coordination +1 (+1)
Ingenuity -1 (-1)
Presence +2 (+2)
Strength +1 (+1)

Alien (+2)
Alien Appearance (-2)
Code of Conduct (Major: Uphold Draconian Traditions) (-2)

DRAHVINS

TV Story: *Galaxy 4*

The planet Drahva in Galaxy 4 is home to the Drahvins, a female-dominated civilisation where only a small number of men are permitted for breeding purposes. The rest are killed as they are considered to be fulfilling no useful function and merely consume food and resources. Despite this, Drahva is overpopulated.

Natural-born Drahvins are tall, blonde women and are considered attractive by human standards. They are remarkably strong and have a cold, almost emotionless attitude, though underpinned by an arrogant streak. Drahvin leaders view the males of other species with disdain.

Lower ranking Drahvins are clones grown in laboratories. They are not considered to be living beings but merely inferior products grown for a purpose and nothing more. In the case of Drahvin soldiers, their purpose is to fight and kill, nothing else. They have limited intelligence and are unable to make decisions without a leader to instruct them.

DRAHVIN RACE PACKAGE

Cost: 8 points

Ingenuity +1 (+1)
Presence +1 (+1)
Resolve +2 (+2)
Strength +2 (+2)

Attractive (+1)
Brave (+1)
Eccentric (Minor: Egotistical) (-1)
Voice of Authority (+1)

Note: This race package is for a Drahvin leader or similar, rather than one of the cloned soldiers.

ETERNALS

TV Story: *Enlightenment*

Eternals are immortal entities from the echoing void that they call the Howling, a place without light or dark, up or down, life or even time. Being immortal, without beginning or end, they are supremely bored with their existence and crave diversions with which to amuse themselves.

Eternals can enter our dimension, where they assume human form. Many of them use "Ephemerals" (as they term the mortal races) for their entertainment, often setting them against each other with Eternals taking the roles of leaders or rulers. If their side loses, the controlling Eternal is sent back into the void, back to the vastness of eternity.

Eternals lack imagination and draw from the minds of Ephemerals to come up with ideas for their sport. This often makes them seem flat and emotionless.

As a Player Character, an Eternal will be looking for some excitement or entertainment, and the novelty of adventuring will provide them with a modicum of stimulation, at least for a while. Anything to stave off the ennui of eternity!

ETERNAL RACE PACKAGE

Cost: 20 points

Presence +2 (+2)

Alien (+2)
Immortal (Special) (+5)
Psychic (+2)
Resourceful Pockets (+1)
Special – Time Freeze* (+4)
Uncreative (Major) (-2)
Unfeeling (Major) (-2)
Vortex (+8)

*Spend a Story Point to freeze all Ephemerals.

FISH PEOPLE

TV Story: *The Underwater Menace*

The Fish People are the creations of Damon, a surgeon in the undersea kingdom of Atlantis. They are the human survivors of shipwrecks who have been operated on to give them gills to be able to breathe underwater. Fish People are used as slaves to harvest plankton for food.

Some Fish People only have minimal alterations and wear goggles to protect their eyes. Others have undergone more drastic surgery and ended up with scaled skin, fins and large eyes.

FISH PERSON RACE PACKAGE

Cost: -2 points

Ingenuity -2 (-2)
Presence -1 (-1)
Resolve -1 (-1)

Alien (+2)
Alien Appearance (Minor) (-1)
Environmental (Minor: Amphibious) (+1)

Note: This race package is for one of the more human-looking Fish People. For those who have undergone more extensive surgery, increase Alien Appearance to Major, changing the total cost to -3 points. The package also assumes the Fish Person is no longer a slave.

FOAMASI

TV Story: *The Leisure Hive*

The Foamasi are a race of humanoid reptiles with loose, scaly skin covering their stocky bodies. They have small, beak-like mouths and eyes reminiscent of those of Earth Chameleons, which move independently of each other. Their natural speech sounds like twittering and clicking and is unintelligible to humans (and even TARDIS translation circuits). Their mouths are unsuited to voicing any human-like speech and they therefore require translators both to speak and understand most other species' languages. Foamasi are resilient to high levels of radiation, having the highest resistance of any lifeform in the Galaxy.

The Foamasi government controls all aspects of their society, such that there are no private organisations among them. Officially at least. In fact, a number of "Lodges" operate in the shadows and have built up competing syndicates of organised crime. The West Lodge is a notable example, but there are many others.

For undercover activities outside of their own territories, Foamasi have been known to use skin-suits to disguise themselves. Their hollow bones, double joints, high liquid content, small organs and retractable tails all help them fit their relative bulk into human-sized suits. Unlike Slitheen skin-suits, the Foamasi's are artificial.

FOAMASI RACE PACKAGE

Cost: 3 points

Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Environmental (Minor: Radiation) (+1)
Natural Weapon (Minor: Claws) (+1)
Uncommunicative (Minor: Requires Translator) (-1)

FOREST OF CHEEM

TV Story: *The End of the World*

Five billion years into the future, the Earth is dead and is scheduled for destruction. But many of its former inhabitants have evolved and made it off-world and out into the Universe. Not just the animals, but some of the plants as well. The descendants of the trees of Old Earth are the Forest of Cheem, intelligent humanoids with bark-like skin. Made of wood, they're highly flammable,

The Trees of Cheem have massive forests everywhere. Their roots are everywhere, and there's always money in land. They remain conscious of their share prices and make sure they're always seen at the right occasions.

TREE OF CHEEM RACE PACKAGE

Cost: 2 points

Awareness +1 (+1)
Resolve +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Special - Liana* (+1)
Special - Plant** (+1)
Weakness (Major: Extreme Heat)*** (-2)

*Vine-like appendage can strike out up to 6 metres.
**Gains energy from sunlight without needing to eat, and converts carbon dioxide to oxygen.
***Takes 4 damage to Strength and Resolve, bursts into flames when both reach zero.

FUTUREKIND

TV Story: *Utopia*

On the planet Malcassairo one hundred trillion years into the future, towards the very end of the Universe, some of the last surviving intelligent lifeforms live in fear of the Futurekind. They're a myth really, but a myth made real. They're what the last civilised people fear they will become if they don't make it to Utopia, a planet which is broadcasting a call for all survivors to come to it.

The Futurekind are savages and are distinguished by their sharp, jagged teeth. They wear a patchwork of skins and clothing, and often have tattoos. Futurekind have no technology of their own, and hunt humans with spears and makeshift clubs. It's possible that a less violent Futurekind would agree to join the crew of a TARDIS.

FUTUREKIND RACE PACKAGE

Cost: 8 points

Awareness +1 (+1)
Coordination +1 (+1)
Ingenuity -1 (-1)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Brave (+1)
Fear Factor 2 (+2)
Natural Weapon (Minor: Teeth) (+1)
Tough (+1)

GANGERS

TV Story: *The Rebel Flesh/The Almost People*

The Flesh is fully programmable matter developed in 2120 at the Bio-Cellular Institute of Dungeness and used by the Erath government to create artificial lifeforms for use in high-risk industrial environments. Once a reading of a subject to be copied has been taken, the Flesh's molecular structure can be manipulated to replicate a living organism. It's even learning to replicate itself at the cellular level.

For industrial use, the Flesh is manipulated into copies of the human workers. These are termed Gangers, short for Doppelgangers, and are controlled by a mental link back to the original human. If an accident occurs, the Ganger's nerve endings automatically shut down so the human feels no pain, and a new Ganger can be created, the matter of the Ganger often being recycled into Flesh.

Following a lightning strike at an acid factory at St John's Monastery, the Flesh took on a life of its own, the Gangers it created becoming independent but with their originals' memories and personalities. At first, their Flesh was unstable giving them a white-skinned, inhuman look. Over time independent human-looking Gangers were perfected, but they remained marginalised.

GANGER RACE PACKAGE

Cost: 1 point

Alien (+2)
Alien Appearance (Minor)* (-1)
Ganger** (+2)
Outcast (Minor)* (-1)
Weakness (Minor: Unstable Body)*** (-1)

*If the Ganger looks more or less human, these two traits are replaced with Dark Secret (Major).
**Allows the purchase of Coordination and Strength above 6, and of traits normally closed to characters (most appropriate ones include Additional Limbs, Fast Healing, Natural Weapons, and Shapeshift).
***Intense emotions or stress can cause its appearance to flicker between human and Ganger.

GRASKES & GROSKES

TV Stories: *Attack of the Graske (BBC Red Button interactive episode), Whatever Happened to Sarah Jane? (SJA), The Temptation of Sarah Jane Smith (SJA), Death of the Doctor (SJA)*

Graskes are a race of diminutive would-be conquerors from the planet Griffoth. Lacking in physical might, they invade other planets by stealth, using their technology to replace individuals on a target world with changelings, artificial lifeforms controlled by the Graskes, while the original is teleported to Griffoth to be held in stasis chambers.

Individually, Graskes are mischievous creatures and are more of a nuisance than a real danger. However, they are sometimes employed by more powerful threats, such as the Trickster.

Groskes are similar to Graskes, though having blue skin instead of the Graskes' mottled brown. They are a little more trustworthy than Graskes. In fact, three Groskes discovered stranded on Earth in 2006 were recruited by UNIT. Graskes and Groskes dislike each other.

GRASKE/GROSKE RACE PACKAGE

Cost: 1 point

Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity +1 (+1)
Resolve -1 (-1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Vortex (+2)

Note: Graskes and Groskes often have advanced weapons and Gadgets to enable them to do such things as disguise themselves, teleport or time travel.

HATH

TV Story: *The Doctor's Daughter*

The Hath are a species of tall, fish-like humanoids who were encountered by humans during Earth's colonisation of the Galaxy. An aquatic species, they wear respirators over their mouths while out of the water, allowing them to breathe in most atmospheres. Whenever one of them speaks, the liquid in its respirator bubbles.

The Hath left their home world to explore the Universe long ago. When they made contact with human colonists, they joined them to help them found their colonies jointly.

In the year 6012 of the New Byzantine calendar, humans and Hath went to war on the planet Messaline after the death of the mission commander. Both sides used progenation machines to create new soldiers, but the war ended after only seven days.

HATH RACE PACKAGE

Cost: 5 points

Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Empathic (+1)
Environmental (Minor: Aquatic) (+1)
Special – Respirator* (+1)

*Hath wear respirators when out of the water, giving them immunity to toxic gases or suffocation.

ICE WARRIORS

TV Stories: *The Ice Warriors, The Seeds of Death, The Curse of Peladon, The Monster of Peladon, Cold War, Empress of Mars*

Originally native to the planet Mars and properly termed Martians, the Ice Warriors are a reptilian species with a martial culture. All Ice Warriors so far encountered wear armour of various designs. The Warriors themselves have the bulkiest armour, which is ridged and scaled and can easily be mistaken for a natural shell. However, it is actually sophisticated bio-mechanical technology and the Ice Warriors are themselves cybernetic.

When Mars began to grow cold and inhospitable, the Martians had to adapt. They developed their survival armour so that they could exist in the freezing cold of their home world. But the armour can't cope with sudden increases in temperature, making the Ice Warriors vulnerable to heat.

The ruling classes among the Ice Warriors are known as Ice Lords. Their armour is of a sleeker design, and their helmets are smooth and more open around the lower face. Both Ice Warriors and Ice Lords have sonic weaponry built into their wrists.

Although from a militaristic society, many Martians – particularly those of the Ice Lord class – have a code of honour. Others though are brutal and ruthless. By the 40th Century, the Ice Warriors are members of the Galactic Federation, living in peace with other races. But some Martian groups still hark back to their warlike past.

ICE WARRIOR RACE PACKAGE

Cost: 4 points

Awareness -1 (-1)
Coordination -2 (-1*)
Ingenuity -1 (-1)
Presence -1 (-1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Major: 10 points) (+2)
Cyborg (+3)
Natural Weapon (Major x2: Sonic Gun – 4/L/L damage) (+4)
Slow (Minor) (-1)
Weakness (Major: Heat)** (-2)

*1 point of Coordination reduction is caused by Armour (Major) and therefore isn't costed.
**Suffers -2 penalty on all actions as temperatures approach 32°C; takes 4 damage towards 100°C.

ICE LORD RACE PACKAGE

Cost: 6 points

Awareness -1 (-1)
Coordination -1 (-1)
Presence +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Cyborg (+3)
Menacing (+1)
Natural Weapon (Major x2: Sonic Gun – 4/L/L damage) (+4)
Slow (Minor) (-1)
Weakness (Major: Heat)* (-2)

*As the Ice Warrior race package.

Note: PC Ice Lords and Ice Warriors often have Code of Conduct (Honourable) at Minor or Major level, reducing their race package costs by 1 or 2 points respectively.

JUDOON

TV Stories: *Smith and Jones, The Stolen Earth, Prisoner of the Judoon (SJA), Fugitive of the Judoon*

Judoon are two-metre tall rhinoform bipeds. They offer their services as police for hire but act more like interplanetary thugs. They're often hired by governments and private concerns, anyone who can afford them, including the Shadow Proclamation. From a client's perspective, they're very efficient. But from just about everyone else's, they can be a real problem.

Judoon pursue the letter of the law to the exclusion of all else. If they've been hired to apprehend a suspect, they'll go to extreme lengths to get them. If the suspect flees to a planet that's outside their jurisdiction (such as the Earth), they'll use an H2O scoop to teleport them to somewhere they can legally operate, often taking innocent bystanders and large chunks of real estate with them.

JUDOON RACE PACKAGE

Cost: 8 points

Awareness -1 (-1)
Coordination -1 (-1)
Presence +1 (+1)
Resolve +2 (+2)
Strength +5 (+5)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Code of Conduct (Minor: Uphold the Law) (-1)
Fear Factor 2 (+2)
Slow (Minor) (-1)
Special - Huge Lung Capacity* (+1)

*Judoon do not need to make rolls to survive without air unless in incredibly prolonged circumstances.

Note: For PC Judoon, the Code of Conduct of uphold the law can be replaced with obey the law, so they don't have to keep pursuing criminals!

KRAAL ANDROIDS

TV Story: *The Android Invasion*

As part of their plans to invade the Earth in the late 20th Century, the Kraals created an army of android duplicates of real people. The androids were initially used to populate a training ground on the Kraal planet Oseidon that resembled the English village of Devesham and the nearby Space Defence Station.

Later, the Kraals transported several of the androids to Earth, where it was intended that they would release a virus to wipe out humanity. These androids included replicas of UNIT personnel and staff at the Space Defence Station.

After the Kraals were defeated, many androids remained on Earth. Although deactivated, it is possible that some have since been reprogrammed and reactivated. Originally, the Kraals controlled the androids centrally, but the revived androids would no longer have this link. There is, however, the question of them being duplicates of people who are still alive…

KRAAL ANDROID RACE PACKAGE

Cost: 2 points

Awareness -2 (-2)
Ingenuity -1 (-1)
Presence -1 (-1)
Resolve -1 (-1)
Strength +1 (+1)

Armour (Minor: 5 points) (+1)
Doppelganger (Minor) (-1)
Environmental (Minor: Doesn't Breathe) (+1)
Machine (+1)
Robot (+4)

Note: A PC android is assumed to no longer have the Enslaved trait and has Doppelganger instead of Shapeshift.

KRILLITANES

TV Story: *School Reunion*

Krillitanes are a composite race, an amalgamation of all the races they've conquered. They cherry pick the best physical and mental attributes of the peoples they destroy. As a result, their appearance changes over time. When the Doctor last saw them, they looked human except with long necks. Now, they have bat-like wings and long teeth and claws.

Whatever their true form, Krillitanes can change their outward appearance using morphic illusions. The trouble is they've changed their own physiology so often, their own oil (which can enhance intellect) is toxic to them.

KRILLITANE RACE PACKAGE

Cost: 8 points

Awareness +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Sonar Hearing) (+1)
Fear Factor 1 (+1)
Flight (Major) (+2)
Natural Weapon (Minor: Teeth & Claws) (+1)
Shapeshift (Major) (+2)
Special – Steal Racial Traits* (+2)
Weakness (Major: Krillitane Oil) **(-2)
Weakness (Minor: Loud Noises)*** (-1)

*Krillitane can acquire the racial traits of other species, but this requires time and (usually) the subjugation of that species.
**Takes 4 damage per Round of contact.
***Loud noises cause -2 penalty on all actions.

Note: This race package is for the Krillitanes as they appeared in *School Reunion*. But their ability to acquire the traits of other races means that they can differ wildly from this and have virtually any traits.

LEONIANS

TV Story: *The Woman Who Lived*

The planet Delta Leonis is home to a race of leonine bipeds called Leonians. Their society is organised on tribal lines. Leonian tribal leaders are harsh rulers and punish failure by death.

Leonians have faces resembling lions, with long sandy blond hair for a mane. Their eyes can glow red when they wish, and they are able to breathe fire.

Leonians tend to be proud and arrogant people with no respect for the lives of other species.

LEONIAN RACE PACKAGE

Cost: 6 points

Presence +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Minor) (-1)
Eccentric (Minor: Arrogant) (-1)
Natural Weapon (Major: Fiery Breath – 2/5/7 damage) (+2)
Quick Reflexes (+1)
Voice of Authority (+1)

Note: This race package assumes that a PC Leonian is not under the usual obligation to locate worlds to invade. If it is, this is a Major Bad trait and reduces the race package cost by 2 points.

LUPARI

TV Story: *Flux*

The Lupari (singular: Lupar) are a canine species resembling upright dogs, complete with shaggy fur coats that protect them from the cold. Not surprisingly, they don't appreciate dog jokes.

For unknown reasons, the Lupari are species-bonded to humanity. For every human, there's a pair-bonded guardian Lupar. The bond is their genetic obligation and their honour, only ever to come into effect in the ultimate crisis, if humanity is threatened with extinction. Every Lupar has a designated human, and it's each Lupar's duty to protect them.

Not that humanity knows anything about the Lupari. To a human, having a six-foot tall talking dog turn up uninvited in your home is more likely to be a threat rather than a reassurance.

Tragically, almost all Lupari were killed in the Flux incident, slaughtered by the Sontarans.

LUPAR RACE PACKAGE

Cost: 5 points

Awareness +1 (+1)
Coordination +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Environmental (Minor: Cold) (+1)
Keen Senses (Major) (+2)
Obligation (Major: Protect Humans) (-2)

MALMOOTH

TV Story: *Utopia*

One hundred trillion years in the future, the surviving races huddle together waiting for the inevitable end of the Universe. Among them are examples of the Malmooth, insectoid humanoids from the planet Malcassairo. They built, or rather grew, a living city called the Conglomeration, but it eventually decayed and died.

Malmooth have a chitinous exoskeleton and can produce their own internal milk to drink. Social convention requires them to say the first part of their names before every sentence and the second part at the end. Chan - it would be rude not to - tho.

MALMOOTH RACE PACKAGE

Cost: -1 point

Presence -1 (-1)
Resolve -2 (-2)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 2 points) (+1)
Charming (+1)
Eccentric (Minor: Idiosyncratic Speech) (-1)
Special – Internal Milk* (+1)
Technically Adept (+1)

*Malmooth can survive for extended periods without food. Every day without food or drink, make a Difficulty 9 Resolve + Strength roll or take 1 damage.

MENOPTRA

TV Story: *The Web Planet*

The planet Vortis in the Isop galaxy is home to a wondrous variety of bizarre insect life-forms. The most intelligent of these are the Menoptra, human-sized butterfly people with lilting, sing-song voices.

The Menoptra are a gentle people, who live among the flower forests that cover their world. Their ancestors carved temples dedicated to the Gods of Light, in which to lay their dead to rest.

Of the other races on Vortis, the ant-like Zarbi aren't sentient but are essential to the pattern of life, and the Menoptra live in peace with them. Or they did, until the coming of the Carcinome. It grew across the planet like a fungus, destroying the flower forests, and the Menoptra had no means to resist it. They had no need.

The creator of the Carcinome, the Animus, enslaved the Zarbi and turned them against the Menoptra, who retreated to Pictos, one of the strange new moons that had appeared in the sky. The Menoptra had no choice but to develop weapons to use against the Animus. After it was defeated, the Menoptra returned to Vortis.

MENOPTRA RACE PACKAGE

Cost: -1 point

Presence -1 (-1)
Resolve -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Flight (Major) (+2)
Slow Reflexes (-1)

MENTORS

TV Stories: *Vengeance on Varos, Mindwarp*

The Mentors are a race of amphibious creatures native to Thoros Beta. They have humanoid upper bodies, but their lower torsos are legless, having only a thick, segmented tail. They demand constant moisturisation for comfort.

Mentor society is a strictly capitalist one, with individuals only concerned about making profit both personally and for their corporations. Sil is a superlative example of the species, being greedy, slippery, vicious and prone to tantrums.

Because of the limitations of their movement out of water, Mentors of any standing are carried around by muscular slaves from neighbouring Thoros Alpha.

MENTOR RACE PACKAGE

Cost: 1 point

Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity +2 (+2)
Presence -1 (-1)
Resolve +2 (+2)
Strength -1 (0*)

Alien (+2)
Alien Appearance (Major) (-2)
Environmental (Minor: Water) (+1)
Selfish (-1)
Size – Tiny (Minor) (-1)
Slow (Minor) (-1)

*Reduction provided by Size – Tiny.

Note: Some Mentors still retain a primeval sting at the tip of their tail. If a PC has this, it's a Natural Weapon (Minor: Strength +2 damage), adding 1 point to the cost of the package.

MINYANS

TV Story: *Underworld*

Back when the Time Lords were still new at space-time exploration, they discovered Minyos. The Time Lords thought they could help the native Minyans and gave them medical and scientific aid, better communications, better weapons. At first, the Minyans worshipped their benefactors as gods. But before long, they rose up and kicked them out at gunpoint. Then they went to war with each other, learned how to split the atom and finally split the planet.

But not all the Minyans died. A ship, the *P7E*, escaped from Minyos carrying a race bank of genetic material that could be used to recreate the Minyan people on a new world, Minyos II.

One hundred thousand years later, a second ship, the *R1E*, reached the very edge of the Universe in its search for the *P7E* and its race banks. The crew of four are a thousand centuries old, kept alive by technology developed from that given by the Time Lords. The Minyans age as they always used to. But when they reach old age and their bodies are worn out, they are rejuvenated back to the prime of life. They have been doing this for so long that they can barely remember their quest.

Other Minyan ships may similarly still be out there.

MINYAN RACE PACKAGE

Cost: 7 points

Coordination +1 (+1)
Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Immortal (Major: With technical assistance) (+2)

MOGARIANS

TV Story: *Terror of the Vervoids*

The Mogarians are a humanoid species from the planet Mogar. The atmosphere of their planet contains very little oxygen, and in fact, oxygen is toxic to the Mogarians. In Earth-like environments, they wear fully sealed environment suits. Their natural language sounds like a series of beeps and chirrups, so their suits are fitted with translators.

In the 30th Century, the Earth Empire discovered that Mogar was rich in rare, valuable minerals. At first, the Earth only requested a limited concession to sink mines on the planet. But the mining activities increased and soon threatened to strip the planet bare of its resources. As a result, Mogarians tend not to trust humans.

Beneath the helmets of their environment suits, Mogarians appear similar to humans, but with metallic skin and a grille-like mouth.

MOGARIAN RACE PACKAGE

Cost: -2 points

Awareness +1 (+1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Minor) (-1)
Dependency (Major: Environment Suits) (-2)
Selfish (-1)

MONOIDS

TV Story: *The Ark*

The origin of the Monoids is obscure. They came to Earth in the far distant future, in the 57th Segment of Time, apparently from their own planet which was dying. They offered humanity their services in return for being allowed to join a vast ark-ship carrying Earth's entire population, human and animal, to a new home on the distant planet Refusis 2. In this era, the Earth is also dying. It will soon burn and be swallowed by the Sun.

Monoids are a reptilian species with a mop of hair, clawed flipper-like feet, a single eye and no visible mouth. They are incapable of speech. Aboard the ark, the Monoids used sign language to communicate with each other and with humans. Later, following an uprising in which they overthrew their human masters, they each wore an electronic speaker on a collar around the neck.

The Monoids were initially servile and treated almost as slaves. After the uprising, they were arrogant and cruel.

MONOID RACE PACKAGE

Cost: -5 points

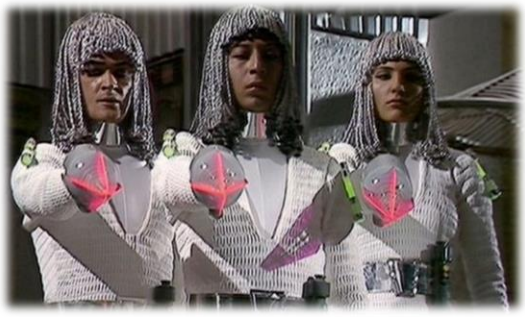
Awareness -1 (-1)
Coordination -1 (-1)
Ingenuity -1 (-1)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Argumentative (-1)
Impaired Senses (Minor: Poor Depth Perception (-1)
Technically Adept (+1)
Uncommunicative (Minor)* (-1)

*Monoids are mute and either communicate using sign language or with electronic voice boxes.

Note: This race package assumes the Monoid is not a slave.

MOVELLANS



TV Stories: *Destiny of the Daleks, The Pilot*

The Movellans are a race of androids that outwardly resemble humans with silver, braided hair. They are infamous for having battled the Daleks to a stalemate in a protracted war. Davros considered the Movellans to be a foe worthy of the Daleks' powers!

Movellans are logical to a fault and are unable to act illogically or irrationally. They are strong and tough, but they have one major weakness: an external battery pack. The pack is attached to their belts, and if removed, the Movellan quickly shuts down.

The Movellans and Daleks were stuck in a logical impasse until the Movellans developed a virus that attacked their foes' organic elements. But the Daleks ultimately survived.

MOVELLAN RACE PACKAGE

Cost: 11 points

Awareness +1 (+1)
Coordination +1 (+1)
Ingenuity +2 (+2)
Presence +1 (+1)
Resolve +1 (+1)
Strength +3 (+3)

Adversary (Major: The Daleks) (-2)
Armour (Minor: 5 points) (+1)
Eccentric (Major: Logical & Rational) (-2)
Environmental (Major) (+2)
Robot (+4)
Tough (+1)
Weakness (Major: Battery Pack)* (-2)

*If the battery pack is removed, Strength and Coordination are reduced to 1, and the Movellan shuts down 2 rounds later. Battery packs can be programmed with new Skills, allowing the Movellan to acquire these quickly.

OGRONS

TV Stories: *Day of the Daleks, Frontier in Space*

Ogrons are a form of higher anthropoid that lives in scattered communities on one of the nameless outer planets. They're not very bright but have been used as slave labour or shock troops by a number of races, the Daleks among them.

Ogrons are tall, strong and very tough. They're also a superstitious race, and on their own planet worship a large, amorphous creature that preys on them.

OGRON RACE PACKAGE

Cost: 1 point

Awareness -1 (-1)
Coordination -1 (-1)
Ingenuity -2 (-2)
Strength +3 (+3)

Alien (+2)
Alien Appearance (Minor) (-1)
Armour (Minor: 5 points) (+1)

Note: This race package assumes the Ogron is not a slave.

OOD

TV Stories: *The Impossible Planet/The Satan Pit, Planet of the Ood, The End of Time, The Doctor's Wife, Flux*

In the 40th Century, the Ood were discovered by mankind, who found them to be extremely compliant and servile. Seeing an opportunity for cheap labour, Ood Operations was set up to enslave them by surgically removing a secondary hind brain that Ood naturally have, replacing it with a translator orb and selling the end result throughout the Second Great and Bountiful Human Empire.

The Ood are native to the Ood-Sphere, a planet in the same system as the Sense-Sphere of the Sensorites. They are hairless humanoids, and their most distinguishing feature is the cluster of small tentacles where the nose and mouth would be in most other species. Ood are born with a hind brain, a secondary brain they carry in their hand which processes memory and emotions like the amygdala in humans. In addition, they are all connected to the Ood Brain, a giant brain that acts as their telepathic centre, connecting them all in song.

When Ood Operations enslaved the Ood, they set up a dampening field to prevent the Ood from connecting to the Ood Brain and each other for two hundred years. It wasn't until the 42nd Century that the field was shut down and the Ood were freed.

Even in their natural state, without their hind brain being removed, Ood are predisposed to serve others.

ENSLAVED OOD RACE PACKAGE

Cost: -2 points

Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity -1 (-1)
Presence -1 (-1)
Resolve -2 (-2)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Enslaved (-2)
Gadget: (Minor: Translator Orb) (+1)
Natural Weapon (Minor: Translator Orb) (+1)
Psychic (+2)
Telepathy (+1)
Weakness (Major: -4 penalty to resist mind control) (-2)

Note: For a natural Ood which still has its hind brain, remove the Gadget and Natural Weapon, changing the cost to -4 points. Natural Ood still have Enslaved as they're extremely servile.

PLASMAVORES

TV Story: *Smith and Jones*

Similar to vampires, Plasmavores are a race of creatures that look human but drink blood. They're also internal shape-changers, able to assimilate the blood they drink and mimic the biology. By doing so, they can register as that species (or even an individual of that species) to most scans. Plasmavores tend to be criminals, but there are exceptions to every rule.

PLASMAVORE RACE PACKAGE

Cost: 2 points

Alien (+2)
Alien Organs (Minor) (+1)
Dependency (Major: Blood) (-2)
Shapeshift (Minor: Internal structure only) (+1)

RAXACORICOFALLAPATORIANS

TV Stories: *Aliens of London/World War Three, Boom Town, Revenge of the Slitheen (SJA), The Lost Boy (SJA), The Gift (SJA)*

The Raxacoricofallapatorians of Raxacoricofallapatorius are bulky humanoids with large heads, long powerful arms and formidable claws. They have an acute sense of smell and, despite their size, they can move very swiftly. Being calcium-based, acetic acid is lethal to them.

Raxacoricofallapatorian society is organised on the basis of families, such as the Slitheen and Blathereen. Although by and large peaceful, the most infamous family is that of the criminal Slitheen. The Slitheen once bribed their way into power, but wrecked the economy of Raxacoricofallapatorius and the entire family was arrested. Found guilty of corruption and sentenced to death, many Slitheen fled from justice and took their criminal enterprises elsewhere. The Slitheen love to hunt other species and use their hides, fitted with compression fields, as skin-suits to disguise themselves.

RAXACORICOFALLAPATORIAN RACE PACKAGE (MALE)

Cost: 10 points

Presence +1 (+1)
Resolve +2 (+2)
Strength +5 (+5)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Minor: Smell) (+1)
Fear Factor 2 (+2)
Natural Weapon (Minor: Claws) (+1)
Weakness (Major: Takes 4 damage per round of contact with acetic acid) (-2)

RAXACORICOFALLAPATORIAN RACE PACKAGE (FEMALE)

Cost: 13 points

Presence +1 (+1)
Resolve +2 (+2)
Strength +5 (+5)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Minor: Smell) (+1)
Fear Factor 2 (+2)
Natural Weapon (Minor: Claws) (+1)
Natural Weapon (Minor: Poisonous Gas – 1/3/4 damage at close quarters)* (+1)
Natural Weapon (Major: Poison Dart – 2/5/7 damage)* (+2)
Weakness (Major: Acetic Acid – as above) (-2)

*These attacks can each only be deployed once every 7 days.

Note: Members of the Slitheen family additionally have Outcast (Minor), reducing their package cost by 1 point.

RUTANS

TV Story: *Horror of Fang Rock*

The Rutan Host has been at war against the Sontaran Empire for thousands of years, and the cause of the conflict has been lost to history. The Rutans are an intelligent, highly aggressive species from Ruta 3 which evolved in the sea but have adapted to land. Ruta 3 is an icy planet, and the Rutans find heat intensely painful.

In their natural form, Rutans look like large green jellyfish, having an amorphous blob of a body with numerous trailing tendrils. They are amphibious, can climb sheer surfaces with ease and can generate an electrical field strong enough to kill a person on contact.

The Rutans have developed the ability to alter their appearance to mimic a member of another species. But they first need to examine an example surgically.

RUTAN RACE PACKAGE

Cost: 15 points

Awareness +1 (+1)
Coordination +3 (+3)
Resolve +3 (+3)

Adversary (Major: Sontaran Empire) (-2)
Alien (+2)
Alien Appearance (Major) (-2)
Alien Organs (Minor) (+1)
Climbing (Major) (+2)
Environmental (Major) (+2)
Fear Factor 1 (+1)
Natural Weapon (Minor x2: Electrical Touch – 4/L/L damage) (+2)
Shapeshift (Special) (+4)
Weakness (Major: Heat-based weapons do an extra 4 damage) (-2)

A PC Rutan might be disguised and under deep cover, or it may be a deserter from the war against the Sontarans.

SEA DEVILS

TV Stories: *The Sea Devils, Warriors of the Deep, Legend of the Sea Devils*

'Sea Devils' is a pejorative name for the marine cousins of the Silurians that ruled the Earth millions of years ago, before mankind had evolved. Unlike their land siblings, they are adapted for the cold and pressure of the ocean deeps.

Like the Silurians, the Sea Devils entered into hibernation in subterranean (or, rather, deep sea) cities to avoid a global catastrophe threatened by the approach of a rogue planet. But they failed to awaken as intended. Even now, their colonies occasionally revive, leading to inevitable clashes with humanity.

SEA DEVIL RACE PACKAGE

Cost: 7 points

Coordination +2 (+2)
Ingenuity +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Fear Factor 2 (+2)
Environmental (Minor: Amphibious) (+1)
Environmental (Minor: Extreme Cold) (+1)
Weakness (Major: -3 Coordination on Land) (-2)
Weakness (Major: High Frequency Sound)* (-2)

*High frequency sound makes a Sea Devil unable to do anything other than walk or swim very slowly.

SENSORITES

TV Story: *The Sensorites*

The Sense-Sphere is in the same star system as the Ood-Sphere and is home to the secretive Sensorites. They are a mildly telepathic race, but need to press a special disc to their foreheads to be able to send messages. Sensorites look very similar to one another and are difficult to tell apart. They cannot bear loud noise or darkness, and are virtually blind in the latter. They are a timid people and very wary of outsiders.

Sensorite society is divided along caste lines. The Elders think and rule, the Warriors fight, the other Sensorites work and play. There is no disgrace in being in any of the castes. It is simply what each Sensorite is best fitted for.

SENSORITE RACE PACKAGE

Cost: -1 point

Awareness -1 (-1)
Coordination -1 (-1)
Ingenuity +1 (+1)
Presence -1 (-1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Face in the Crowd (+1)
Impaired Senses (Minor: Poor Vision in Darkness) (-1)
Psychic (+2)
Telepathy* (+2)
Weakness (Major: Incapacitated by loud noises or darkness) (-2)

*Requires a telepathy disc to send messages.

SILURIANS

TV Stories: *Doctor Who and the Silurians, Warriors of the Deep, The Hungry Earth/Cold Blood, Dinosaurs on a Spaceship,* any story featuring Madame Vastra

The Silurians, or *Homo reptilia*, evolved intelligence and ruled the Earth millions of years before mankind. They built a mighty civilisation that lasted for hundreds of thousands of years and genetically engineered dinosaurs to be their guardians, beasts of burden or pets, controlling them with broadcast sound frequencies.

But the Silurian civilisation came to an end when a rogue planet was detected approaching the Earth. The Silurians' calculated that it would draw off the Earth's atmosphere, destroying all life. So they built underground cities across the globe, within which they would enter hibernation and sleep until the atmosphere returned.

But the hibernation mechanism proved faulty and did not reawaken the Silurians. They have slept on for millions of years while humanity has evolved and taken their place. In modern times, a number of the subterranean cities have been woken by outside activity.

There are several different sub-species of Silurians, including their marine cousins, the Sea Devils.

SILURIAN RACE PACKAGE (NEW SERIES)

Cost: 8 points

Awareness +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Climbing (Minor) (+1)
Environmental (Minor: Extreme Heat) (+1)
Natural Weapon (Major: Tongue)* (+2)
Weakness (Minor: Extreme Cold – see next page) (-2)

*Poisonous tongue can strike at targets up to 3 metres away, either delivering Stun damage or forcing the victim to make a Difficulty 12 Resolve + Strength check each hour; failure of the latter increases Difficulty by 3 and causes a mutation. Can be used once per day.

ENHANCED THREE-EYED SILURIAN RACE PACKAGE

Cost: 9 points, +1 Story Point

Awareness +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Environmental (Minor: Extreme Heat) (+1)
Third Eye* (+3, +1 Story Point)
Weakness (Minor: Cold)** (-1)

*Can cause S/S/S or 4/L/L damage, weld (as Gadgets), operate Silurian technology, create tunnels (as Burrowing) and control the Silurians' pet monsters.
**Suffers -2 penalty to all rolls.

UNENHANCED THREE-EYED SILURIAN RACE PACKAGE

Cost: 7 points

Awareness +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Infrared Vision) (+1)
Armour (Minor: 5 points) (+1)
Environmental (Minor: Extreme Heat) (+1)
Weakness (Minor: Cold – see above) (-1)

SONTARANS

TV Stories: *The Time Warrior, The Sontaran Experiment, The Invasion of Time, The Two Doctors, The Sontaran Stratagem/The Poison Sky, Flux,* any story featuring Strax

The Sontarans are a militaristic race of clones from the planet Sontar. They have been at war against the Rutans for thousands of years, but that doesn't stop them eagerly entering into conflicts with other species that cross their path.

Sontarans from the same clone batch look identical to each other, but there are differences in appearance across batches. In fact, some differences seem to be deliberately engineered into some batches. For example, although Sontarans usually have three fingers per hand, individuals with five-fingered hands are known. And although they're a famously short species, Sontarans standing at six feet tall have been encountered.

Sontarans relish battle and are brave to the point of being foolhardy. Their main weakness, the probic vent at the back of the neck, means they must always face their foes.

SONTARAN RACE PACKAGE

Cost: 6 points

Coordination +1 (+1)
Presence +1 (+1)
Resolve +3 (+3)
Strength +3 (+3)

Adversary (Major: Rutan Host) (-2)
Alien (+2)
Alien Appearance (Major) (-2)
Brave (+1)
By the Book (-1)
Tough (+1)
Weakness (Minor: Probic Vent)* (-1)

*A successful hit to the probic vent (at -4 penalty) will Stun the Sontaran.

STENZA

TV Stories: *The Woman Who Fell to Earth, The Battle of Ranskoor Av Kolos*

The Stenza are a warrior race and conquerors of the Nine Systems. Their leaders are selected by means of the Ritual of the Stenza. Typically, a member of another race is randomly selected for a leadership candidate to hunt and kill. The would-be leader is sent alone and without weapons to fulfil the challenge. Stenza wear their conquests, taking a trophy from each of their victims to proudly wear. Tzim-Sha famously took teeth which he embedded into his own face in a gruesome display.

Stenza live at sub-zero temperature, and one touch of their cold skin can kill a human. On most alien worlds, they wear environment suits to maintain their low body temperature. Stenza have a hive mind which they can access for the knowledge of their people.

STENZA RACE PACKAGE

Cost: 8 points

Coordination +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Fear Factor 1 (+1)
Natural Weapon (Minor x2: Icy Touch – 4/L/L damage) (+2)
Networked (Major) (+2)
Weakness (Major – Heat)* (-2)

*In temperatures above freezing, a Stenza takes 1 damage per round.

Note: Stenza usually wear environment suits which provide Armour (Minor: 5 points) and Environmental (Minor: Higher Temperatures). A suit costs 2 points, which is additional to the cost of the race package.

SYCORAX

TV Story: *The Christmas Invasion*

The Sycorax are a nomadic species of scavengers who travel in gigantic ships hewn from the rock of asteroids. They move from world to world, plundering their resources and enslaving their people.

Sycorax have a partial bony exoskeleton as well as an endoskeleton. They follow the ancient and sanctified laws of combat: if a Sycorax accepts a challenge to one-to-one combat, they must abide by its rules. To break the rules means death for the transgressor.

Sycorax are also a superstitious people and believe in witchcraft. They have mastered blood control, which allows them to control all beings of the same race and blood type with a single sample of blood.

SYCORAX RACE PACKAGE

Cost: 5 points

Coordination +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor: 5 points) (+1)
Code of Conduct (Major: Trial by Combat) (-2)
Fear Factor 1 (+1)

TERILEPTILS

TV Story: *The Visitation*

Despite appearances, Terileptils are a race of aesthetes, having a deep appreciation of art and beauty. Much of their technology, such as their robots, is designed to be visually appealing as well as functional. But they are also known for their love of war.

Terileptils are a reptilian species. They have bulky bodies, with arms and legs ending in hands and feet resembling clawed flippers. Their large heads are fish-like and have wide mouths full of pointed teeth. Terileptils need to breathe soliton gas, though they can survive without it for extended periods. On alien worlds, they use a regulator to pump soliton gas into the immediate environment.

Terileptil criminals are condemned to work in the mines on Raaga. Conditions there are harsh, and the sentence is always for life.

TERILEPTIL RACE PACKAGE

Cost: 3 points

Coordination -1 (-1)
Ingenuity +1 (+1)
Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Dependency (Minor: Soliton Gas)* (-1)
Epicurean Tastes (+1)
Technically Adept (+1)

*Terileptils need an atmosphere containing soliton gas to be able to breathe comfortably, but can survive without it for a while.

TETRAPS

TV Story: *Time and the Rani*

The Tetraps are native to the planet Tetrapyriarbus. They are best described as looking like a cross between a bat and a bear. They have vestigial wings under their arms and four eyes spaced evenly around the head, one facing front, one on either side, and one at the back. A Tetrap's tongue can extend out to stab an opponent at close quarters, injecting them with a paralysing poison. They feed on blood plasma and sleep upside down from ceilings or cave roofs, like bats.

Tetraps aren't particularly intelligent, but they can make useful servants, particularly for those wanting to hire thugs. They can, however, be trained to operate relatively advanced equipment.

TETRAP RACE PACKAGE

Cost: 2 points

Awareness +1 (+1)
Ingenuity -1 (-1)
Presence -2 (-2)
Resolve -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Keen Senses (Minor: Sight) (+1)
Natural Weapon (Minor: Claws) (+1)
Natural Weapon (Minor: Tongue – Stun damage) (+1)
Tough (+1)

THARILS

TV Story: *Warriors' Gate*

Tharils are a race of leonine mesomorph time sensitives capable of walking through the time winds unaided and unprotected. They were once the lords of an empire that used humans as slaves. The seat of their realm was within a dimensional gateway between N-Space and E-Space, where their slaves could not enter. But the slaves built Gundan robots to follow and overthrow their masters, and since then, the Tharils are the ones enslaved, cruelly used by humans to navigate ships through time… until Romana remained in E-Space to help free them.

Tharils are a proud and arrogant people. Although they were once the masters, it may be that their period of enslavement has taught some of them humility.

THARIL RACE PACKAGE

Cost: 25 points

Ingenuity +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Minor) (-1)
Alien Senses (See Through Time) (+1)
Attractive (+1)
Empathic (+1)
Environmental (Minor: The Vortex) (+1)
Feel the Turn of the Universe (+1)
Immaterial (Special Good: May phase in and out of materiality) (+2)
Keen Senses (Major) (+2)
Networked (Minor) (+1)
Psychic (+2)
Selfish (-1)
Vortex (+8)

Note: This race package assumes the Tharil is not a slave.

THIJARIANS

TV Story: *Demons of the Punjab*

Thijarians are one of the ancient species, one which evolved themselves into the deadliest assassins in the known Universe.

But the Thijarians have changed. As their assassins hunted, their world was destroyed, and they returned to find nothing. The Thijarian people died unwitnessed, unsaved. The assassins were too late to grieve or honour them. So they took on a new mission: to seek the unacknowledged dead across all of time and space; to bear witness to those alone; to see, to bear pain and honour life as it passes. As each one passes, they commemorate union.

The Thijarians only witness events; they do not attempt to change them. The fixed forces of time cannot be stopped.

Thijarians have a fearsome appearance to humans. Their large, grey-skinned heads have multiple eyes in two rows, upwards pointed ears and fearsome tusks. Despite their now peaceful nature, they can easily be mistaken for monsters or demons.

THIJARIAN RACE PACKAGE

Cost: 2 points

Awareness +1 (+1)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Code of Conduct (Major: Honour the Dead) (-2)
Psychic (+2)
Telepathy (+1)

TIVOLIANS

TV Story: *The God Complex, Under the Lake/Before the Flood*

Tivoli is the most invaded planet in the Galaxy, and its inhabitants have developed a pathological compulsion to surrender to any aggressors. So much so that their anthem is called *Glory to [Insert Name Here]*!

Tivolians have pink, virtually hairless skin and a rodent-like mouth. They're too cowardly to be violent, and they seem to almost enjoy being conquered. When the normally benevolent Arcateenians liberated them from the tyranny of the Fisher King, the Tivolians irritated their saviours so much that it didn't take long before the Arcateenians also enslaved them!

TIVOLIAN RACE PACKAGE

Cost: -6 points

Coordination -1 (-1)
Presence -1 (-1)
Resolve -2 (-2)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Minor) (-1)
Cowardly (-1)
Unadventurous (Minor)* (-1)

*NPC Tivolians have Unadventurous at the Major level, but PCs should only have it at Minor or they'd never leave home (unless forced to)!

TRITOVORES

TV Story: *Planet of the Dead*

Tritovores are a race of humanoids with heads resembling those of flies, including complex insectoid mouths and a pair of large compound eyes. They speak with chittering sounds and use translator discs to understand human speech.

Like the flies they resemble, Tritovores feed on the waste matter that other species leave behind. Their ships travel from world to world trading with planets for their waste.

Tritovores aren't an aggressive species, but their activities aren't particularly savoury to human sensibilities.

TRITOVORE RACE PACKAGE

Cost: 1 point

Awareness +1 (+1)
Coordination -1 (-1)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Keen Senses (Minor: Sight) (+1)
Technically Adept (+1)
Unattractive (-1)

VAMPIRES

TV Story: *State of Decay*

There are vampire legends on almost every inhabited planet. Creatures that stalk in the night and feast on the blood of the living. Creatures that fear sunlight and running water and certain herbs. Creatures that are so strong they can only be killed by beheading, or a stake through the heart.

In the Dark Times of Gallifrey's history, the Great Vampires came out of nowhere and swarmed across the Universe. They were so powerful that a single vampire could suck the life out of an entire planet. But the Time Lords hunted them down across the Universe in a war so long and so bloody that they were sickened of violence forever. The Great Vampires were all destroyed. All except one that vanished into thin air.

Although the Great Vampires are long gone, their children the lesser vampire, those they had transformed from mortals, remained in hiding. Those vampires and their descendants survive to this day. They are the undead, immortals who need to drink the blood of the living to sustain themselves. Vampires have an aversion to holy objects and certain plants of the garlic family.

There are several species with habits and abilities similar to those of true vampires but with different origins.

VAMPIRE RACE PACKAGE

Cost: 6 Character Points plus 4 Story Points

Strength +3 (0*)

Adversary (Major: Either Time Lords or a former vampire master) (0*)
Dependency (Major: Blood) (0*)
Distinctive (0*)
Frenzy (0*)
Hypnosis (Major) (0*)
Immortal (Major) (0*)
Indomitable (0*)
Obsession (Minor: Blood) (0*)
Psychic (0*)
Psychic Training (0*)
Telepathy (0*)
Tough (0*)
Vampire (+6, +4 Story Points)
Weakness (Minor: Holy objects & certain herbs) (0*)

*Provided as part of the Vampire trait.

Note: Some vampires also have traits such as Animal Control (for bats, rats or wolves, for example), Immunity (to normal physical damage), Infection (to pass on their vampirism by bite) and additional Weaknesses such as to sunlight or silver, but these are not provided as part of the package.

VEGANS

TV Story: *The Monster of Peladon*

The people of the planet Vega (also known as Vega Nexos) are a practical race of mining engineers. Their large, lidless eyes have evolved to see in conditions of low light, and their legs are covered in thick hair, like those of a satyr.

The Vegans are members of the Galactic Federation. As a rational people, they view the more superstitious races with disdain.

VEGAN RACE PACKAGE

Cost: 2 points

Resolve +1 (+1)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Minor) (-1)
Alien Senses (Low-Light Vision) (+1)

VOGANS

TV Story: *Revenge of the Cybermen*

Voga, the fabled Planet of Gold, was once a thriving world. Its inhabitants, the Vogans, supplied gold dust for the manufacture of anti-Cyberman glitter-guns during the Cyber Wars. The Cybermen attempted to destroy the planet before they were defeated and their surviving forces scattered.

Voga was thought lost, but a chunk of it survived, large enough for the remaining Vogans to shelter in the caves and mines beneath its surface. This asteroid-sized fragment drifted through space for centuries before being caught in the gravity of Jupiter and entering its orbit. It was initially named New Phobos when it was spotted by Earth, but was later renamed Voga by an exologist who recognised it (though the relevance of the name had been forgotten by most humans).

Vogans are humanoid, but with domed, elongated heads and heavily lidded eyes adapted for seeing in the dark. Many of them are paranoid about the outside Universe becoming aware of their continued existence. Some factions though long to see Voga as a great power again, trading its gold with other planets in the Galaxy. Meanwhile the Cybermen continue to hate and fear Voga because of its remaining gold reserves…

VOGAN RACE PACKAGE

Cost: 0 points

Strength -1 (-1)

Alien (+2)
Alien Appearance (Minor) (-1)
Alien Senses (Low-Light Vision) (+1)
Obsession (Minor: Wary of the wider Universe knowing of their existence) (-1)

VOORDS

TV Story: *The Keys of Marinus*

The Voord are an army of alien invaders. It's unclear whether they're a single race or some sort of cult that recruits its members from among the populations they conquer. Voord soldiers wear a distinctive uniform of thick rubber or leather, and their heads are totally concealed beneath their angular helmets. What any Voord looks like underneath isn't known.

Voords are telepathic, whether naturally so or made so by their helmets. When they invaded the planet Marinus, their leader found a means to overcome the power of the Conscience of Marinus, a machine that prevented any citizen from doing wrong. The invaders were able to rob, exploit, kill and cheat, while the Conscience prevented its people from being able to resist as violence was now alien to them.

VOORD RACE PACKAGE

Cost: 6 points

Coordination +1 (+1)
Presence -1 (-1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Mental Activity) (+1)
Networked (Minor) (+1)
Psychic (+2)
Telepathic (+1)

WEREWOLVES

TV Story: *Tooth and Claw*

There are several species of werewolf-type creatures in the Universe. One such is known as a Lupine Wavelength Haemovariform, but little is known of its background.

In 1540, a meteorite landed in Scotland, bringing something with it. Perhaps only a single cell survived, living in human hosts through the generations and protected by the Brethren. The Haemovariform can transform its host's body into a lupine form resembling the werewolves of legend. It is averse to mistletoe, and although it needs moonlight, too much can kill it.

WEREWOLF RACE PACKAGE

Cost: 20 points

Awareness +2 (+2)
Coordination +2 (+2)
Presence +1 (+1)
Strength +4 (+4)

Alien (+2)
Alien Appearance (Major) (-2)
Alien Senses (Major: Hearing, Sight, Smell) (+3)
Climbing (+1)
Fear Factor 3 (+3)
Immunity (Physical Damage)* (+2)
Infection (+2)
Natural Weapons (Minor: Teeth & Claws) (+1)
Phobia (Mistletoe) (-1)
Shapeshift (Major) (+2)
Weakness (Major: Moonlight)** (-2)

*Any damage is reduced by 5, and injuries are healed at the rate of 1 point every other round.
**Takes 4 damage per round of exposure to high-density moonlight.

Note: This race package is specifically for the Lupine Wavelength Haemovariform type of werewolf as seen in *Tooth and Claw*. See Mags in *The Greatest Show in the Galaxy* for an example of a different type (and page 114 of *The Seventh Doctor Sourcebook* for a traits package for Vulpanan werewolves like Mags).

ZYGONS

TV Stories: *Terror of the Zygons, The Day of the Doctor, The Zygon Invasion/The Zygon Inversion*

When the Zygons' home planet was destroyed in a catastrophe, possibly in the early days of the Last Great Time War, a great refugee fleet was assembled, travelling out among the stars to locate a planet suitable to become their new home.

Zygons are large bipeds with pink flesh covered in large suckers. They are able to sting opponents with barbs in their hands and have developed the ability to mimic the appearance of other species, even down to specific individuals. For this though, they need to keep the unconscious original for their body prints. The body print needs to be refreshed every few hours, otherwise the original pattern dies and cannot be used again. Later, the Zygons enhanced their technology so that they didn't need to keep the original so long as they no longer needed information from them.

In 2013, humans and Zygons reached a secret agreement whereby Zygons could live in disguise on Earth. A rebel Zygon faction failed in an attempt to undermine the agreement and end the ceasefire.

ZYGON RACE PACKAGE

Cost: 9 points

Resolve +1 (+1)
Strength +2 (+2)

Alien (+2)
Alien Appearance (Major) (-2)
Fear Factor 2 (+2)
Natural Weapon (Minor x2: Stinger – 4/L/L damage) (+2)
Phobia (Fire) (-1)
Shapeshift (Major) (+2)
Special – Organic Interface* (+1)

*Enables control of Zygon technology, providing Technically Adept when interfacing with it.

APPENDIX 1: MINIMUM AND MAXIMUM ATTRIBUTES FOR ALIEN RACES

As described in *Aliens and Creatures*, the adjustments from race packages mean that the minimum and maximum scores for Attributes are different for each species. For ease of reference, this appendix provides tables listing these for each of the aliens covered by this sourcebook. *Aliens and Creatures* mentions that normal humans cannot start off with stronger than a 5 in any Attribute, which is at odds with the core rules which state that the human maximum is 6 (albeit that a score of 6 is very rare). Accordingly, two maximums are listed here: one calculated with reference to a human max of 5; the other with the human max of 6. The GM can therefore specify which maximums apply in their games.

ALIEN AMBASSADORS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	4	5
PRESENCE	2	6	7
RESOLVE	1	5	6
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ALPHA CENTAURANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	4	5
INGENUITY	2	6	7
PRESENCE	2	6	7
RESOLVE	1	4	5
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ANDROGUMS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ARIDIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

AUTONS (INDEPENDENT AUTONS)

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

BANNERMEN

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

CATKIND

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

CHAMELEONS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	3	4
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

CHEETAH PEOPLE

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	3	7	8
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

CRYONS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	2	6	7
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

DALEK-HUMANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

DOMINATORS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

DRACONIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	4	5
PRESENCE	3	7	8
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

DRAHVINS (DRAHVIN LEADERS)

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	2	6	7
PRESENCE	2	6	7
RESOLVE	3	7	8
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ETERNALS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	3	7	8
RESOLVE	1	5	6
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

FISH PEOPLE

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	3	4
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

FOAMASI

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

FOREST OF CHEEM (TREES OF CHEEM)

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

FUTUREKIND

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	2	6	7
INGENUITY	1	4	5
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

GANGERS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

GRASKES & GROSKES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	4	5
INGENUITY	2	6	7
PRESENCE	1	5	6
RESOLVE	1	4	5
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

HATH

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ICE LORDS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	4	5
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ICE WARRIORS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	3	4
INGENUITY	1	4	5
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

JUDOON

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	4	5
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	3	7	8
STRENGTH	6	10	11
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

KRAAL ANDROIDS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	3	4
COORDINATION	1	5	6
INGENUITY	1	4	5
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

KRILLITANES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

LEONIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

LUPARI

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MALMOOTH

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	3	4
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MENOPTRA

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	4	5
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MENTORS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	4	5
INGENUITY	3	7	8
PRESENCE	1	4	5
RESOLVE	3	7	8
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MINYANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MOGARIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MONOIDS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	4	5
INGENUITY	1	4	5
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

MOVELLANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	2	6	7
INGENUITY	3	7	8
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	4	8	9
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

OGRONS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	4	5
INGENUITY	1	3	4
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	4	8	9
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

OOD

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	4	5
INGENUITY	1	4	5
PRESENCE	1	4	5
RESOLVE	1	3	4
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

PLASMAVORES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

RAXACORICOFALLAPATORIANS (MALE & FEMALE)

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	3	7	8
STRENGTH	6	10	11
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

RUTANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	4	8	9
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	4	8	9
STRENGTH	1	5	6
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

SEA DEVILS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	3	7	8
INGENUITY	2	6	7
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

SENSORITES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	4	5
COORDINATION	1	4	5
INGENUITY	2	6	7
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

SILURIANS (CLASSIC & NEW SERIES)

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

SONTARANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	4	8	9
STRENGTH	4	8	9
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

STENZA

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

SYCORAX

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

TERILEPTILS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	4	5
INGENUITY	2	6	7
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

TETRAPS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	4	5
PRESENCE	1	3	4
RESOLVE	1	4	5
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

THARILS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	2	6	7
PRESENCE	2	6	7
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

THIJARIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

TIVOLIANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	4	5
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	3	4
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

TRITOVORES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	2	6	7
COORDINATION	1	4	5
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

VAMPIRES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	4	8	9
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

VEGANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

VOGANS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	1	5	6
STRENGTH	1	4	5
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

VOORDS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	2	6	7
INGENUITY	1	5	6
PRESENCE	1	4	5
RESOLVE	1	5	6
STRENGTH	2	6	7
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

WEREWOLVES

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	3	7	8
COORDINATION	3	7	8
INGENUITY	1	5	6
PRESENCE	2	6	7
RESOLVE	1	5	6
STRENGTH	5	9	10
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			

ZYGONS

	MINIMUM	MAXIMUM	
		Normal Starting Max*	Actual Species Max**
AWARENESS	1	5	6
COORDINATION	1	5	6
INGENUITY	1	5	6
PRESENCE	1	5	6
RESOLVE	2	6	7
STRENGTH	3	7	8
*Normal maximum for a starting PC (equivalent to human 5). **Actual species maximum (equivalent to human 6).			